

OHIO VALLEY AMIGA USERS GROUP
POB 428539
CINCINNATI, OH
45242-8539



NEWSLETTER

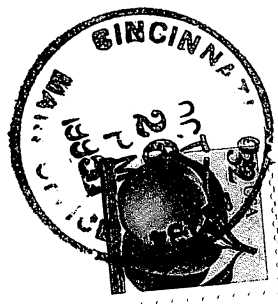
MEETINGS:

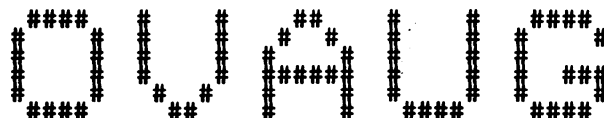
LAST THURSDAY of the MONTH
ROOM 502, RIEVESCHL HALL
(THIS IS CONNECTED TO THE BIG CASTLE-LIKE TOWER)

UNIVERSITY OF CINCINNATI

8:00 PM

(Q+A SESSION AT 7:00 PM)





OHIO VALLEY AMIGA USERS GROUP NEWSLETTER

// ABOUT:

The Ohio Valley Amiga Users Group is a not-for-profit organization formed to provide useful information to those interested in learning more about the Amiga computer. A beginners Special Interest Group (SIG) is offered to introduce new users to computing with the Amiga. A library of freely distributable software is also maintained by the club librarian. Copies of diskettes can be made at the meeting or at Expert Services, for a nominal fee. A Bulletin Board System (BBS: 471-6432) is maintained by the club. The BBS is dedicated to paying members. It offers file sections, Fred Fish disks, club disks, local message areas, etc. A newsletter is published monthly. All paid members and guests at meetings receive a copy.

Monthly meetings are held on the last Tuesday of the month at 8:00 PM. The Beginner's SIG meets at 7:00 PM. The meetings take place at 502 Rieveschl Hall on the University of Cincinnati campus.

// DIRECTIONS TO MEETING:

o From I71 North:

Take the Reading Rd. exit (on the left). Go up the hill. At the fork in the road, under the overpass, take the left fork onto Burnet Ave. At the next light, take a left onto William Howard Taft. Then, follow the directions for I71 south.

o From I71 South:

Take the Taft Rd. exit. Go through several intersections until you reach the University Plaza (shopping center). Make a right at the plaza onto Jefferson Ave. Go through two traffic lights. Make a left before you reach the next intersection. Turn left onto Martin Luther King Dr. Follow the directions.

o From I75:

Take the Hopple Street exit. Make a left at the traffic light onto Hopple St. Proceed through two traffic lights, up the hill, and through two more traffic lights. Then, follow the directions for Martin Luther King Dr.

o From Martin Luther King Dr.:

If you turn onto campus at the light at the bottom of the hill, then you can park in the library garage. It costs to park in the garage, so try to find a place on the street. If you park in the garage, then park on the first level if possible. Then, use the exit door at the northwest end of the building, go up one flight, and use the exit door to go outside. The directions are now the same for garage and street parkers. Proceed to the base of the Crosley Tower (tallest building along Martin Luther King Dr.; looks like a chess castle) Find a door and enter. Use the elevator to go to the fifth floor (press 5). Upon exiting the elevator, make a left. 502 Rieveschl will be on the right, across from the Chemistry/Biology Library.

new bbs phone number: 471-6432

// =====
// OFFICERS:

President:	John Bruggeman	861-9159
Vice President:	Don Myers	651-1199
Secretary:	Jeff Johnson	583-9947
Treasurer:	Ed Hoffman	371-9690
Technical Advisor:	Scott Bennett	
Librarian:	Robert Gulley	
BBS Sysop:	Dan Dyke	244-6055
Newsletter Editor:	Bob Frederick	779-8718

precious memories of ovaug - september, 1995

reports from the hierarchy -

secretary - 70 members
treasurer - \$263.00 - club disk sales paying for bbs phone line
librarian - club disks well received
vice president - don read new members promo literature he wrote - very nice

new news - don myers reported that his "nick dixon" is scheduled to show in hollywood at the american cinematek show. also, 800 copies of a video compilation incorporating same have been sold. don showed color laser printouts of his lightwave exercise "american flywheel". they were made at kinko's. don reports better output from quark than photoshop. it has been reported that amosaic is becoming a commercial product to be known as "ibrowse" also reported: under "mul" open your own screen rather than having mul do it. this is more reliable when using with amosaic. see dan dyke for zip disks. on the bbs: "scuzzy mounter", use with zip disks. tim wells graced our meeting with his presence. tim owns "good news" internet access service. for \$20.00/mo goodnews offers a 28.8 baud, 60 hours/mo, slip account. he welcomes ovaug members!

raffle - a very successful raffle was held netting the club \$103.00. valuable hardware and software was donated and raffled. tim wells generously donated two year long slip internet accounts. they were won by tim duddy and jeff johnson. robert gulley described and demoed the month's club disks. there is a replacement serial driver called "8n1". an update to imagedex24, and numerous games. (now we're into it) one is called "bounce" and is sort of like pacman with gravity. kinda fun. phil bruggeman showed us his experiments with amigavision. the amiga is always fun. maybe that is why she's called girlfriend.

// APPS:

Date: Thu, 28 Sep 1995 14:57:59 -0400
Subject: SOFT-LOGIK'S 10TH ANNIVERSARY

PRESS CONTACT: Ellen Kazmaier tel: 314-256-9595; fax: 314-256-9595
(St. Louis) Soft-Logik Publishing(tm) will celebrate its tenth anniversary on September 11th. In an industry where companies appear and disappear seemingly overnight, Soft-Logik products have become fixtures on the shelves of Amiga and Atari computer owners. Soft-Logik introduced Publishing Partner for Atari in 1986, and it was hailed as the most powerful desktop publishing program of its time. The industry's leading magazine called it a "knockout program". Publishing Partner grew into PageStream and was released for Amiga in 1989. It soon became the number one selling DTP program for both Amiga and Atari computers. In 1994, Soft-Logik released PageStream 3.0 for Amiga, a completely new program which set a new standard for features and value. Version 3.1 is scheduled for release later this year and will be a free update for owners of PageStream 3.0. Today, Soft-Logik sells a wide range of Amiga software, including PageStream and TypeSmith. Soft-Logik is the exclusive North American publisher of Digita's Wordworth, Organizer and Datastore.

THE DECADE AHEAD:

New versions of PageStream for Macintosh and Windows are in development. The Macintosh and PowerMacintosh versions will be released later this year, and the Windows95 and WindowsNT version is scheduled for the second quarter of next year. A new Amiga version is also planned for next year.

Soft-Logik president Deron Kazmaier said "PageStream has become the #1 Amiga and Atari DTP program by being the best program available. The Macintosh and Windows markets have entrenched market leaders, but our extensive experience as a pioneer in the DTP field will help us succeed where recent Mac DTP newcomers have failed."

PAGESTREAM3 AMIGA: NEW PRICE

Soft-Logik Publishing is pleased to announce that it has lowered the upgrade price for PageStream3. The standard upgrade price from previous versions has been changed from \$135 to \$95. A new \$60 option is being added for those on a budget. The \$60 version does not include a printed manual or Pantone(R) color libraries, both of which are included with the standard \$95 version. PageStream3 includes the most comprehensive AmigaGuide help system of any Amiga program, so it's easy to use even without a printed manual. Printed startup instructions are included. This price change will help increase PageStream3's user-base so that Soft-Logik can continue development of this important Amiga program. A continuous stream of new users is essential, and the new upgrade price will allow more people than before to use the latest version. Owners of

PageStream 1.0 to 2.2 Amiga, excluding the new SE version, are eligible for the new upgrade price. Purchasers of PageStream 3.0 will receive a free upgrade to 3.1 when it is released later this year.

PAGESTREAM 2.2 RETURNS:

To celebrate its 10th anniversary, Soft-Logik is re-releasing PageStream 2.2, the best-selling desktop publishing program for Amiga and Atari computers. Bundled with a new 90 page manual, PageStream 2.2 SE will probably top the sales charts again at its incredible new price. PageStream 2.2, which originally had a suggested retail price of \$299.95 will now sell for just \$39. The new lower price will help bring desktop publishing to people who couldn't previously afford a professional quality DTP program. Readers of Britain's "CU Amiga" magazine will receive a free copy of PageStream 2.2 with their October issue cover disk. They can purchase the full program disk set with all of its fonts and the manual for 24.95 pounds Sterling. PageStream 2 SE is the perfect choice for owners of older Amiga and Atari computers. Its minimum system requirements are 1.5MB of RAM, 1 floppy drive (2 for Atari), and AmigaDOS 1.3 or any version of TOS. Purchasers of PageStream 2.2 SE Amiga who wish to upgrade in the future can apply the entire purchase price towards the purchase of PageStream 3. PageStream 2.2 SE for Amiga and Atari will be available in late October. Orders are being accepted now.

WORDWORTH: MORE AFFORDABLE THAN EVER

Digita is working on an exciting new version of Wordworth that will include style tags, ARexx, true footnotes, improved tables, faster editing and more. There's no reason to wait for the next version because Soft-Logik has lowered the North American price of the current version. The Soft-Logik direct price for owners of other Soft-Logik programs has been lowered from \$120 to \$99. The new price at which anybody can order direct, and the suggested street price, has been lowered from \$135 to \$110. This is a limited time price!

WORDWORTH 3.1 SE: NEW PRODUCT

Not everybody needs all the features of Wordworth 3.1, that's why Digita created Wordworth SE. Amiga Format gave it their Gold Award and said it has "all the best bits of 3.1 at a bargain price." The SE version has been optimized to run on a 2MB Amiga with AmigaDOS 2.04 or better, with or without a hard drive. Wordworth 3.1 SE will be available in North America in October at the incredibly low price of just \$49. This rock-bottom price will help everybody afford this popular word processor. Owners of 3.1 SE can upgrade to the full version of 3.1 for just \$59. Orders for SE are being accepted now.

THE SE BUNDLE!

Now Amiga owners can get the best desktop publisher and the best word processor for the price of a new game! For just \$69, Amiga owners can get PageStream 2.2 SE and Wordworth 3.1 SE together. This is the best Amiga software value today, and is sure to be a popular combination in the months ahead. Orders for the SE bundle are being accepted now.

ORGANIZER: NEW PRICE

Soft-Logik has also decreased the North American price of Organizer. Organizer has been one of Soft-Logik's top-selling programs since its introduction in the spring of this year. Owners of other Soft-Logik applications can order it directly from Soft-Logik for just \$75, while other customers can order it for \$85.

EVANGELIZE!

Wordworth owners can save money by getting friends to purchase Wordworth 3.1. If your friends mention you when ordering, they will pay our best price which we normally reserve for owners of Soft-Logik programs. In return, we'll give you \$20 off your next Soft-Logik application purchase. PageStream3 owners can save money by getting friends to upgrade to PageStream3, or to purchase PageStream3. If your friends mention you when ordering, they will pay our best price which we normally reserve for owners of Soft-Logik programs. In return, we'll give you \$25 off your next Soft-Logik application purchase.

Date: Sun, 1 Oct 1995 06:51:45 -0400

Subject: TWIST 2 RELATIONAL DATABASE DEMO NOW AVAILABLE

Oregon Research now has available a limited demonstration version of the TWIST 2 relational database program for the Amiga line of computers. It can be obtained directly from Oregon Research via unencoded email at no charge, or sent to you on disk for US\$5. When we receive permission to do so, it will also be placed in the biz/demos directory of AmiNet.

Oregon Research
16200 SW Pacific Hwy, Suite 162
Tigard, OR 97224

Date: Sun, 1 Oct 1995 06:52:20 -0400

Subject: TERMITE 1.10 NOW AVAILABLE!

Some of the NEW features in 1.10:

- * Built in ZMODEM protocol The XPR ZMODEM library is no longer required for ZMODEM transfers. The functionality of the XPR ZMODEM library has been written into Termite, with portions hand-optimized in assembly language for speed. The built-in ZMODEM code also takes special measures to avoid dumping binary "garbage" characters on your terminal, in the event of an aborted transfer.
- * Improved emulation Termite now offers two built-in emulations: ANSI & VT102. The new ANSI emulator is much more complete and robust, and has been extensively tested with the most complex ANSI screens we could find.
- The VT102 emulator is ideal for use with UNIX or VMS dialup accounts, and can completely replace the XEM VT340 library for most users purposes. Both of the built-in emulations have mouse-based cut-and-paste functionality.
- * Jump scrolling Both of the built-in emulations offer the ability to "jump scroll". Instead of scrolling the screen one line at a time, Termite monitors incoming serial data and scrolls up multiple lines at a time, for a huge speed increase.
- * Multitasking review buffer You can now use the terminal and review buffer simultaneously!
- * Enhanced chat window The chat window now maintains a resizable "history", which keeps track of the text you have sent. A single click on a line in the history brings it up for editing. A double click on a history line instantly resends it.
- * New dialer The dialer has been almost completely rewritten, although it still visually appears the same. The "Cancel" button is now available at virtually any point during the dialing process. Dial monitoring can be toggled for each individual phonebook entry.
- Preddefined palettes The screen settings requester now provides buttons which allow you to switch between ANSI, RIP, and Termite default color palettes with the click of a button.
- * Review buffer filter Optional filtering of ANSI codes out of the review buffer.
- * New macro capability You can now launch an ARexx script via a macro.
- * New button bar icons Sporting a cleaner default palette, Termite 1.10 offers a revised selection of button bar images, which occupy less than half the disk space of the previous images.
- * New button bar functions Settings requesters can now be accessed from the button bar.
- * Compatibility with previous configuration files Termite 1.10 will read your old 1.00 prefs and phonebook files without any sort of conversion program, although you'll probably want to browse through the settings menus anyway, to make sure you're getting the most out of Termite's new features.
- * Ignore file overwrite warnings "This file exists, overwrite it?" warning messages can be optionally turned off, for the benefit of expert users.
- * Ignore serial errors Optionally disable reporting of serial errors. Termite will just drop the offending data bytes instead.
- * New and revised ARexx commands "SerExpand" is now "Send". New commands, including "AppendCapture".
- New manual
- * New quick reference card Quick reference card that explains the suggested usage of the default button bar images.
- * Recoverable alerts fixed All known instances of recoverable alerts have been fixed.
- * Much more... Many many little tweaks and improvements, for a leaner, meaner Termite! The price for registered users to upgrade is: US\$10.00 for a new disk and the quick reference card, or US\$15.00 for a new disk, the quick reference card, and second edition manual. There is also a US\$2.00 shipping/handling fee (Note: Some copies of Termite 1.00 already have the second edition manual. Check the copyright page of your manual to make sure.) To order, or for more information, contact:

Oregon Research
16200 SW Pacific Hwy, Suite 162
Tigard, OR 97224

tel: 503-620-4919
fax: 503-624-2940
net: orres@teleport.com

Date: Mon, 23 Oct 1995 11:04:23 -0400

Subject: AmiFTP - a gui-ftp client for AmiTCP and AS225/mlink

AmiFTP is a ftp client for use with AmiTCP 3.0b2 or higher (or AS225r2 or mlink), you also need AmigaOS 3.x in order to run it. The GUI is a font-sensitive gadtools-gui. The program is still in beta, but there are no major bugs left (not that I know of atleast :). A screenshot is available, it shows the main window when AmiFTP is connected to ftp.luth.se, and two of the configuration windows are open. If you decide to download AmiFTP and use it I would appreciate if you mailed your suggestions and/or bug-reports to me. Online documentation will be available from this page in the future. The latest version is AmiFTP 0.776. It is also available via ftp from eniac.campus.luth.se. Note that this archive includes the AS225/mlink version. (It's 125 kbytes large)

FEATURES OF AMIFTP

- * Has a font-sensitive gadtools-GUI
- * Works with AmiFTP, AS225r2 and mlink
- * Easy to use
- * Multiselection of files when up/down-loading
- * Directory cache which caches the latest 10 directories
- * Localized (Danish, Dutch, German, Italian, Norwegian and Swedish)

catalogs are available at the moment)
 * ARexx Interface

Date: Mon, 23 Oct 1995 11:05:08 -0400
 Subject: AMIPOP -- A POP3 Client for the Amiga

WHAT IT IS...

AmiPOP is a POP3 Client for AmigaDOS. It was written directly from the POP3 RFC (RFC #1225). AmiPOP is only a simple transport mechanism for moving electronic mail messages between a POP-Host, typically a mainframe, and your local Amiga computer. The advantage of POP over other transports such as SMTP is that all E-mail can still be directed to the mainframe system. This is of primary importance when either a dialup line is used, which has a new IP address for each connection, or when a user uses many machines, and wishes to be able to transparently read mail on all of them.

WHAT IT'S NOT...

AmiPOP is not intended to be a do-everything-mail-reader-reminder-slicer-dicer program. AmiPOP is meant to simply transport mail from a host to your Amiga. That's it. Nothing else.

WHAT IT NEEDS...

AmiPOP requires either the AS225r2 TCP/IP package, lw225 TCP/IP, or the AmiTCP package, and a machine running a POP3 daemon from which you can retrieve your mail. AS225r2 and AmiTCP require AmigaDOS 2.0 or higher, and this is therefore required by AmiPOP as well.

FEATURES...

- * AUISG compliant. (or at least it tries to be!)
- * Makes heavy use of AmigaDOS 2.0 (and higher) functions.
- * Written from RFC 1225, not a port of a Unix or a PC application.
- * Small code size, and low system resource usage.
- * Commodities interface.
- * AmigaDOS 3.x and 68030 specific version also included.

//
 // AMITECH/ESCOM:

Date: Thu, 28 Sep 1995 15:09:09 -0400
 Subject: Petro Tyschtschenko speech

This is the text of a speech given by Petro Tyschtschenko Senior Vice President Escom and General Manager of Production on September 21, 1995 at the SMAU computer fair in Milano (Italy). This text was supplied by Gilles Bourdin of Amiga Technologies.

Ladies and gentlemen,

I am pleased to be here in Milano, to have the opportunity to present you our new company Amiga Technologies. In April 1995, after one year of liquidation procedures, the rights and patents of the former Commodore Company could be acquired by ESCOM AG. This was indeed very good news for the Amiga community, who had been waiting anxiously for a rebirth of their computer of choice. The Amiga community, which consists not only of users, but also of developers, dealers, distributors and third party manufacturers is very important for us. It represents a market and also a tremendous creative and productive potential that revolves around the Amiga platform. These people have made of the Amiga the most versatile and powerful Multimedia and video computer available. Our goal now that we are into business again, is to bring back the Amiga on the market, develop it further and enhance its presently excellent features. But what is Multimedia? This word has been

used intensively these last years by many manufacturers in the computer business. Some say that a PC with a CD ROM is a multimedia machine. Some say that you need a sound card, some other say that a video compatible card has to be installed. The results are various but not always

satisfying. Indeed, what you see is what you get. We say: You need an Amiga. With this computer, what you WANT is what you get. The Amiga is the computer that invented multimedia ten years ago. At a time when PCs were only able to beep and display monochrome text, there was a computer that had stereo sound, fantastic colour capacities and animation abilities never seen before, all this driven by a powerful multitasking operating system. These capacities have been enhanced over the years, making the Amiga a must for professional video and multimedia useage. For us, multimedia is not only looking at some boring still pictures on a CD ROM.

We think that multimedia is an interactive experience where the user can unfold its creativity to easily produce good looking presentations with sound and animations. The Amiga hardware provides all what is needed right out of the box. And the software that is bundled with each Amiga provides the needed applications. We have a complete plug and play business and multimedia package called Amiga Magic, at a competitive price that includes a word processor, a spreadsheet, a

database, an agenda, a paint program, a graphic processing program and a the SCALA multimedia authoring software. Ladies and gentlemen, the Amiga has been making multimedia for 10 years. This means 10 years of experience in that business for us. I will now talk about

our operations and objectives for this year. Our first objective was to get Amiga products back on the market as fast as possible. To achieve this goal in an acceptable time, we decided to build the A1200 and A4000T without modifications. There is a big demand for these machines worldwide and it has to be fulfilled urgently. Please be aware: If we had decided to make enhancements immediately, there wouldn't have been machines on the market for the Christmas season. This decision does not mean in any way that we are going to stop research and development. Enhancements will be made on current machines for sure. I'll talk about this again later.

But now I would like to present you the actual status of our operations. We are a german company located in Bensheim, 30 miles south of Frankfurt. Our production, assembling and material providers are located in Europe and the world is our market. Our team has grown tremendously to reach 39 people since May 31st, with the new addition of Virtual Products. We are a flexible, aggressive, motivated, transparent and dynamic team. We can react very quickly to new situations, we take our strategic decisions faster than the competition does.

Distribution organisation The Sino market, which includes mainland China, Hong-Kong, Macao and Taiwan is covered by our chinese joint-venture. In North America, we already have installed a dealer network but are still looking for a potential distributor. Somebody who is willing to support and invest in our product. We are actually looking for a partner more than just a distributor. Let me now present you our european organisation. Comment

worldmap / Amiga responsibilities Production We are a young structure but there is already a date that will be written in the Amiga history: On monday, the 11th of September, the first Amiga built by Amiga Technologies came out of the production line. Delivery of the first machines will follow next week. To celebrate this event, we will hold a press conference on the 10th of October in Bordeaux at our Solectron plant. The Amiga 1200 is produced in Bordeaux, France. Our successful negotiations with Solectron, one of the world leader of sub-contract manufacturing, guarantees a european high quality standard. Quality is very important for us, we want to reduce defective returns to a minimum. That's why we focused on Europe rather than far-east.

The Amiga 4000T motherboards will be produced in the United States, near Philadelphia. The units for Europe will then be assembled in the ESCOM facilities in Germany. The american units will be assembled in Philadelphia. We have made an agreement with a european monitor manufacturer. He will provide a monitor especially adapted to be used with the Amiga. The monitor is a high-quality multisync monitor that can scan all Amiga resolutions.

As announced at our previous press conference, our plan is still to build 100 K A1200's and 20 K A4000T's until the end of this year. These figures are based on existing orders and on customer based forecasts. I'm quite sure that this gives us the assurance that the whole production will actually be sold. Servicing The repair and spare servicing will be centralized in our service-centre in Braunschweig, Germany, in coordination with the representation points in each country. The technical dealer support will also be handled here, as well as the distribution for computers and monitors in Germany. Our service plan is very simple: we don't repair, we only make components exchanges. Future plans, developments As I promised

before, I will now tell you about our future plans for research & development. First, we plan to enhance current models. We are thinking of faster processors and chip integration for the beginning. We are going to integrate the 68060 chip for the A4000T this year. For the entry-level model, we are looking at an external CD ROM addition and more RAM onboard the bare units. We are also planning to use the CD 32 concept for developments of set-top-box systems. The set-top-boxes will open new markets for Amiga products. Set-top-Boxes could be produced in variants for cable-TV, satellite-TV and for telephone line communication and also be used for home-shopping and home-banking. I'm convinced that this market is tremendous and will push the Amiga technology into millions of households. Software publishers should be interested in writing software for such a widely spread platform. The Amiga architecture is optimally suited for set-top-systems because of its low demand for resources like RAM or processor power and because of its multitasking and realtime abilities. In summary, the Amiga is the most cost effective platform for set-top-boxes. It is still under investigation which RISC platform will be used as basis for the Amiga of the future. At this point, we cannot say more about this issue, thank you for your understanding.

FAIRS After the successful show at the IFA fair in Berlin, we continue our tour in Europe at the ORBIT fair in Basel. Amiga Technologies will be represented by Promigos, its distributor in Switzerland at the ORBIT consumer fair in Basel, from the 19th to the 23rd of September. The ORBIT is the biggest swiss computer show with an expected attendance of about 100.000 people. The ORBIT fair will be the rendez-vous of all computer users who are interested in online services, Internet, multimedia, animation and graphic applications.

This is going to be the first official appearance of Amigas on a show in Switzerland since two years. Ladies and gentlemen, I hope this event was informative and inspiring for you. I will be at your disposition if there are any questions you would like to ask us. There are Amigas on display for you in this room.

Thank You for your attention.

Date: Wed, 4 Oct 1995 14:34:16 -0400 (EDT)
 Subject: Amiga Tech GmbH to exhibit at VTU Expo '95 (fwd)

Amiga Technologies GmbH makes its first formal U.S. appearance at the Video Toaster User Expo '95

October 3, 1995, Sunnyvale, CA

Video Toaster User is pleased to announce that Amiga Technologies GmbH, the ESCOM subsidiary currently developing and manufacturing the Amiga computer, will make its first appearance in the U.S. as an exhibitor at the Video Toaster User Expo '95.

Earlier this year, Amiga Technologies bought the assets of Commodore including the technology to develop and manufacture Amiga computers. Now they are coming to the video industry's only show dedicated to the Video Toaster, LightWave 3D and the Flyer to unveil their plans for manufacturing, third-party product development and distribution in the U.S.

"During a recent visit to Germany the principles of Escom and Amiga Technologies shared with us the plans they have established for the Amiga in the U.S.," said Dwight Parscale, NewTek CEO. "We are very enthusiastic about the future for the Amiga and believe their participation in the Video Toaster User Expo is a strong sign of their commitment to this market. We are excited about the potential to make these creative tools available again."

"We anticipate an even greater turn-out for the second annual Video Toaster User Expo due to this recent addition of Amiga Technologies as an exhibitor. This is what our readers have been waiting for," said Video Toaster User's Events Manager, Ann Pulley.

This year's Expo will bring thousands of video enthusiasts from around the world to the Universal City Hilton & Towers November 1-4, 1995. Four days of training seminars (Nov. 1-4) concentrating on the Video Toaster, LightWave 3D and the Flyer will be presented in conjunction with three days of exhibits (Nov. 2-4) by the industry's leading manufacturers and developers of third-party products for the Video Toaster and LightWave 3D market.

Avid Media Group is the leading authority of information for professionals in the personal video production and 3D animation markets, with a focus on the Video Toaster and LightWave 3D. Avid Media Group's expansive product line includes magazines, newsletters, custom publishing, trade shows, and seminars.

For more information contact Ann Pulley at 408-743-9250.

For a complete VTU Expo Show Schedule, plus ticket & hotel info, visit their web page at <http://www.portal.com/~amg>

Date: Thu, 19 Oct 1995 14:07:02 -0400

Subject: AMIGA TECHNOLOGIES GMBH MAKES ITS FIRST FORMAL U.S. APPEARANCE

AMIGA TECHNOLOGIES GMBH MAKES ITS FIRST FORMAL U.S. APPEARANCE AT THE VIDEO TOASTER USER EXPO '95

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For more information contact Ann Pulley at 408-743-9250.

Subject: AT/ESCOM ON GERMAN TV! Manfred Schmitt/Gilles Bourdin sighting

Date: Sun, 22 Oct 95 12:07:47 GMT+2

This morning, Sunday 22nd of Octobre, Gilles Bourdin and Manfred Schmitt appeared on the third German television station WDR (West Deutsche Rundfunk) announcing the rebirth of Amiga. The presenters seemed pleased to announce this item of about a quarter of an hour (or at least one, since at the end they use to hold up their thumbs, saying "one bit for ...", one of them said _Atari_ (a little spitefully it seemed), the other said Amiga).

First Gilles Bourdin appeared telling about the Amiga, it's multitasking capabilities since 1985 and it's video/sound capabilities. The A1200 was shown with a demo of Scala MM300 (smooth scrolling stuff with sound, but not that awesome for the seasoned Amiga veteran :). This was shown on an Amiga 1438S monitor (=Microvitec 1438 + builtin speakers).

Then they moved to the Amiga 4000 (desktop model, no tower in sight). It was sitting in front of a bigger monitor (17" I think) also with the label Amiga on the front, in the middle on the bottom. It seemed to have a lot of icons and Magic Workbench installed, although not too much colour. They didn't demonstrate anything on it, just told that it has the same capabilities as it's smaller brother, the A1200, and you can expand it with graphic cards, MPEG and whatnot, just like a PC.

Nothing was mentioned in the way of what processors were used and what configuration was installed, except that the A1200 had a 170 MB HD.

Gilles made a relaxed and cheerful impression and they talked some about MS Windows 95 = Mac 89 = Amiga 85 :A) Lastly Bourdin made the announcement of AT/Escom being present at the Cologne show, taking place on 10-12 november (World of Amiga 95).

After that a Commodore multimedia PC (midi tower) was shown, with a small (but good looking) keyboard (MIDI, I guess) attached. The Qwerty keyboard had two small speakers built in on either side at the top. They didn't show anything of it's capabilities, just mentioned it. I'd guess it does everything a normal PC does, bundled with some 'multimedia' software.

Then the camera moved to Manfred Schmitt, sitting with the other presenter. He first asked Schmitt to tell what happened to Commodore and why Escom purchased them. Manfred told him that Escom purchased Commodore and the Amiga (he seemed to stress that), because of two reasons: Firstly the names Commodore and Amiga have the second largest brand recognition after IBM in Europe and have a good name, and also due to the size of this recognition it is more difficult to change that recognition or image. (Sounded like a tongue in cheek reference to the Amiga's bad reputation overseas)

Secondly: although Escom is one of the biggest customers of Intel/Microsoft products on the European continent and they have quite good relationships with aforementioned vendors, Escom regards them as being monopolistic and therefore harmful to the market as a whole in the long term. This is quite a big thing for a computer industry representative, he might burn some bridges there :)

The presenter then asked if they were planning to break that monopoly with the Amiga, and Manfred replied to the effect of: "certainly" :A) But he also stated that he regards the PC as a workplace tool, for wordprocessing, spreadsheet and the like, while the Amiga is more suited for multimedia purposes. He again stressed it's capabilities regarding multitasking, video and such.

Also the efficiency of the Amiga was spoken of, the way it's OS can run in 512 KB, if need be from a floppy drive. Schmitt stated that today you need 8 MB for Windows and 2 MB for an Amiga, and again stressed how much advantage the price difference between a multimedia PC (2000+ DM) and an Amiga (implying 1200, below 1000 DM) makes. Also the way the custom chips make the design cost effective. That was good marketing :)

The whole interview emanated a modern, 'lean, mean, fighting machine' image. Then they talked some about the recent purchase of [can't remember the name, sounded like Hageka or Hakema] the telecommunications company. The presenter asked a lot of quick questions whether the Amiga would also be utilized in the communication business, to which I couldn't get a firm impression, Manfred Schmitt gave some answers, but they were kind of vague promising. (That and that I just got up and nearly fell asleep again by this time..)

At the end Manfred Schmitt again stressed the Amiga's capabilities (they seemed to talk little about Commodore :) and the position of Intel/Microsoft and the Amiga's future. The presenter vaguely implied (he was guessing it seemed) forthcoming news next year regarding new models to which Manfred answered with a subtle smile..

The presenter then closed the show with stating that in the future there will be more Amiga items.

Manfred Schmitt made a relaxed impression too, it was a good interview. I might be forgetting something here and there, since I'm still sleepy, but thought you would like to know that finally they have come out of the bush a bit and started marketing the damn product, even though nothing was said we already didn't know. At least the general public now gets the message (the show is quite popular in Germany, at least among the computing public). BTW, I love those guys, they slagged off Windows 95 pretty badly about a month ago, due to it's installation-horrors, unstableness and bloatedness :A)

The show will be aired again tomorrow, Monday 23rd Octobre at 06:00 and 23:45 CET. You might also catch it on the Astra satellite, though I don't know which channel that would be (WDR).

// =====
// MISC:

Date: Mon, 25 Sep 1995 11:35:08 -0400

Subject: Inform 5.5

TITLE	Inform	
VERSION	5.5 (v1502)	
COMPANY	None	
AUTHOR	Graham Nelson	e-mail: nelson@vax.oxford.ac.uk
POSTER	Werther 'Mircko' Pirani	e-mail: werther@karunko.nervous.com

Please note that any query about Inform should be directed to its author, Graham Nelson. Having simply grabbed the sources, compiled them and uploaded a "Starter Pack" archive to Aminet, I can only help as far as installing and/or running Inform on the Amiga is concerned.

DESCRIPTION

Inform is a compiler for text-only adventure games. It produces 'story files' in "Z-code" format, which was designed by Infocom and used for all their adventure games from "Zork I" to "Shogun". This format is computer independent and represents the most portable form in which games can ever be written, as no alteration whatever is required to move a game from one model of computer to another -- these games can be played using Infocom's interpreters or one of the freely available interpreters. Inform is not just a compiler but an 'operating system' too: its library allows designers to begin coding at once. An Inform source file is very similar to a C source file, but need not contain any of the parser code, or the running of the 'game universe' -- only descriptions and exceptions to the usual rules. The library understands rooms, objects, duplicates, containers, doors, things on top of other things, light, scoring, switching things on and off, opening, closing and locking things, entering things, travelling about in them and so forth. The parser it uses (which can be entirely invisible to the designer, but is programmable and very flexible) is sophisticated enough to handle ambiguities, clarify its input by asking questions and to cope properly with plurals, vagueness, conversation, pronouns and the player becoming someone else in mid-game.

SPECIAL REQUIREMENTS

Any Amiga with at least 1 MB of RAM. Hard disk, more RAM and fast(ish) CPU recommended.

AVAILABILITY

Any AMINET host, i.e.: ftp://ftp.wustl.edu/pub/aminet/game/role/AmigaInform5_5.lha

PRICE

Free

DISTRIBUTABILITY

Copyright (c) 1993, '94, '95 Graham Nelson. Freely Distributable.

LANGAUGE

English

Date: Thu, 28 Sep 1995 14:55:51 -0400

Subject: NORTH AMERICAN AMIGA DISTRIBUTION

According to Gilles Bourdin of Amiga Technologies, Service Management Group, the company that provided warranty service for Amigas in the US, will have non-exclusive North American distribution for the remainder of 1995. Maxdimum Video Creations, a US dealer, has begun advertising Amiga 4000Ts for mid-October delivery, at a price of \$2700, with the full Amiga 1200 software pack (including Scala MM300, per the 1200 HD bundle), a one year SMG warranty, a 1 gig SCSI hard drive, and a double-density floppy. Apparently, Amiga Technologies was unable to secure high-density floppy drives for this release of the machine.

SMG can be reached at 410-992-9975.

Date: Thu, 28 Sep 1995 14:59:05 -0400

Subject: WONDER COMPUTERS INCORPORATED EXPANDS SCOPE AND OPERATIONS

Ottawa, Ontario, Canada
September 12, 1995

One of North America's largest Amiga-only companies just got bigger. Wonder Computers, Inc. not only expanded their corporate headquarters and added a new multimedia dealership to their arsenal, but has formed Lazarus Engineering, a development arm dedicated to the creation and refinement of Amiga products. WCI's new headquarters keep the company based in Ottawa, but creates 3,000 extra square feet for the expanding administrative office needs of the company. The former HQ will continue to be used as a retail outlet, with larger floor space, more storage, and a full-time Amiga lab for classroom activities run by WCI's Information Technologies division. Coming off the heels of a successful showing at AmiJAM '95 in Western Canada, Wonder Computer has opened its fifth Amiga dealership in Vancouver, British Columbia. Tim McGuire, formerly manager of Wonder's Montreal store, has relocated to manage the new operation. With the addition of the Vancouver store, Wonder Computers occupies 13,000 square feet of Amiga-only business nationwide. In order to meet the demands of the global Amiga marketplace, Wonder Computers decided to add a new product development division to the team. Dubbed Lazarus Engineering, and lead by industry veteran Steve Cockwell, the division will bring the talents of such well-known developers as Steve Tibbett to the Amiga consumer. In addition to original, in-house projects, Lazarus is hard at work

revamping and improving the product line WCI purchased from New Horizons Software last spring. Popular packages such as Flow, QuickWrite, and DesignWorks are being brought up to the standards of the latest Amiga operating system as well as improved to compete in today's marketplace. Under the ministrations of Amiga Technologies, the Amiga marketplace has a changing face. Wonder Computers, Inc. is taking the steps necessary to ensure that Amiga users worldwide are prepared for the future and are supported in their needs today. Wonder Computers, Inc. is a privately held corporation.

Contact: Mark Habinski, President and CEO: mark@wonder.ca
Jason Compton, Promotional Director, jcompton@wonder.ca,
708-332-6243

Date: Thu, 19 Oct 1995 14:13:10 -0400

Subject: DAVE HAYNIE

"AN UNREACHABLE GOAL FOR SOME, A WAY OF LIFE FOR OTHERS. THE OBVIOUS EXAMPLE OF THIS LATTER CATEGORY BEING DAVE HAYNIE, PICTURED ABOVE"
--from the glossary of The Zorro III Bus Specification

DAVE HAYNIE ENGINEER, PRODUCER AND DIRECTOR, AUTHOR dave@iam.com

Dave was a Senior Hardware Engineer at Commodore-Amiga, Inc. throughout the days of the A2500, A3000 and A4000. He is the producer and director of a documentary about the last years at Commodore, including details of management folly and of how brilliant and subversive engineers dealt with same. He is also the author of DiskSalv 3. Both are published by Intangible Assets Manufacturing. Dave is now a Senior Engineer at Scala, Inc. as well as continuing to work on Amiga projects for Intangible Assets Manufacturing. Comming soon: Articles Dave wrote for a newsletter that never happened, and maybe even a Dave Haynie Fan Club (perhaps as a mailing list which would include random thought by Dave or Dave and Dale and offers to get autographed merchandise and stuff).

Under Construction: Dave Haynie has been involved in the Amiga community since the dawn of the Amiga. He was an engineer on the Commodore C128 at the time Commodore bought Amiga. I started using the Amiga in 1985, as soon as he could get his hands on one. He bought one in 1986, and has been programming it ever since. As an Systems/Hardware Engineer at Commodore, Dave was the chief engineer of the Amiga 2000, Amiga 2630, the Zorro III Bus Specification, Amiga 3000+, Amiga 4091, and the Nyx prototype, and a leading member of the engineering team on the Amiga 3000 and Amiga 4000. Dave had a number of really cool projects in the works when Commodore went under. Independently of Commodore, Dave has been involved in a number of Amiga projects. As well as DiskSalv, Dave wrote SetCPU, the popular 68030 MMU tool, and several other example programs. Dave has written extensively, for magazines including AmigaWorld, Amazing Computing, Amig Sentry, Info, AmigaWorld Technical Journal, Computel, Amiga Shopper (UK), and most recently, Amiga Format.

In less technical times, Dave resides in the great state of South Jersey, with his wife Liz, kids Sean (3) and Kira (1), dog Aurnyn (Borzi), and cat Iggy (Black & White, footwarmer). When he's not on the computer, Dave has too many other interests. He practices Aikido regularly, he's into photography, video (see his first film, the Deathbed Vigil), cycling, canoeing, swimming, woodworking, Japanese knives, writing (technical and songs), modern Rock music, and good beer. Since the demise of Commodore ("well, at least I can have a life now"), Dave's been working at Scala, Inc., and learning to play keyboards. A3000+, the first AGA System: In 1990, Commodore was nearing completion of the first major upgrade to the Amiga chip set. Code named "Pandora", and later dubbed "AA" (because of the AAA project, already underway), this chip set would boot the basic graphics capabilities of the Amiga considerably, while retaining full register-level compatibility with the ECS and original Amiga chip sets. Ultimately, Commodore needed a test system for these new chips, and so they naturally assigned Dave Haynie to the project. Not satisfied to just build an "AA3000", Dave looking into building an all-around better system which included the new chipset. In February of 1991, the first A3000+ booted up Workbench. The new chips ran the existing AmigaOS almost without incident. In addition to the AA chips, this first 3000+ had a digital signal processor, the AT&T DSP3210, built in as a local bus coprocessor. The DSP3210 and the Amiga were a match made in heaven. The 3210 was a local bus master, allowing for DSF systems to be built without the expensive and limiting SRAM of earlier designs. The 3210, at 50MHz, crunched 32-bit floating point up to 25MFLOPS, five times faster than the 68040. AT&T has a full fledged, multitasking, multiprocessing DSP operating system for the 3210, which used an arbitrary general purpose OS as a host. The Amiga's low overhead, near realtime OS was a perfect mate for AT&T's VIOS.

Of course, prototypes will be prototypes, and the DSP never worked on the Rev 0 edition of the A3000+. But everything else did. For Rev 1, a very extensive DSP audio system was put into place, including hardware CODECs for 16-bit stereo I/O at up to 48kHz and phase-correcting telecommunications, for V32 modems. After Rev 1, Commodore Engineering management was changed by the then president of Commodore International, Mehdi Ali. The new VP of engineering, Bill Sydnos, was opposed to the A3000+, and virtually every other project underway at the time -- no use making the previous administration (the folks who brought you the A500, A2000, and A3000) look good. The final revision of the Amiga 3000+ was a scaled down version, as mandated by the administration. A flaw in some custom DSP support logic, built into the new A3000-architecture DMAC chip, made the DSP a problem. The DSP lived on for awhile, despite management. Dave Haynie worked on his own time to get systems reworked, and work out any additional bugs, in the DSP

hardware. Jeff Porter, onetime Director of New Product Development and the other driving force behind the DSP, managed to keep the software development funded. Eric Lavitsky, DSP expert, consultant, and longtime Amiga supporter, did the actual VCOs port. This port was, in fact finished.

And the DSP had a kind of afterlife. After Bill Sydnes was fired, Lew Eggebrecht took over Commodore Engineering. While not an amazing leader, Lew did turn a number of projects on that were floundering as skunkworks efforts necessarily hidden from Sydnes. Dave had proposed a DSP board be made for Zorro III, and Lew put two engineers on it full time. Although Commodore never built the resulting board, the design was nearly complete, and it was built by a company that licensed the design before Commodore went under.

Nyx, The AAA Prototype:
The most advanced project ever attempted at Commodore was the creation of the Advanced Amiga Architecture, or AAA. Started in the late 80's, AAA was an effort to build a new Amiga architecture that was once again head and shoulders above the mainstream. AAA was a major advance. It would deliver 32 and 64-bit systems, using DRAM or VRAM. Many new graphics modes were supported, including 24-bit, HAM10, and compresses 8 and 24-bit modes. The blitter and copper were fully 32-bit, and the copper could feed the blitter. Graphic resolution went up to 1280x1024 noninterlaced, and the pixel clock could change on a line-by-line basis, to support hardware promotion of older screen modes. Audio was extended to 8 channels, with sampling rates up to 100kHz at 16bits/sample. The floppy disk interface was fast enough for 4MB floppies, 150KB/s CD-ROMs, Digital Radio, and other serial streams, and decoding could be done on-chip or in software.

In 1992 Dave Haynie designed the "Nyx" prototype, which was the first home for the AAA chips. Based on the A3000 architecture and lots of programmable logic, three working systems were built. When Commodore stopped funding the AAA project, critical chip revisions had been released to tape, but not yet made. The existing AAA chips delivered 24 bit graphics at high resolution, demos set up the copper feeding the blitter, doing CPU-less animations. The next rev was supposed be enough to boot the AmigaOS.

The Deathbed Vigil and other tales of digital angst by Dave Haynie

Set the way-back machine for April, 1994. Everyone was worried about the continued existence of Commodore. I had been away, interviewing for new jobs in Texas, so I came in, first time that week, on Tuesday, April 26, 1994. Rumors were running rampant about a bigtime layoff happening the next day. We in Engineering had already been on a major league skeleton crew since the summer of 1993, so this was clearly a sign of the beginning of the end.

So, when I woke up Wednesday, not knowing with any certainty if I'd have a job to go to tomorrow, I thought about videotaping Commodore. After all, this whole Amiga thing, which ran far beyond Commodore, the Amiga community, nearly all my active interpersonal relationships, and in some sense, the last vestige of the real small computer industry; once full of excitement and new ideas, but by this time more concerned with perpetuating and recreating obsolete, "best of the 70s, as long as UNIX isn't considered" computing. It was one of those ideas you think about, say "hey, wouldn't thi be cool" but then dismiss as soon as there's an obstacle.

So I set out to do some taping. Fortunately, I had three batteries charged for my Sony TR-7 8mm camcorder; recharged after my trip to Texas. And fortunately, K-Mart had blank 8mm tapes for sale. So I went to Commodore, and proceeded to do a walk-around of the Commodore building.

Pretty early on, it was clear that the layoff was happening. All but about 30 people were layed off; I was one of the "still employed", it was less clear who the lucky ones were. At lunchtime, we went to our Mexican place, Margarita's, for the last big layoff party. There, many things were said about the Commodore management, some of it on-camera. At the layoff party, Randall Jesup told me of a "Deathbed Vigil" party that he and Bryce Nesbitt were throwing, on Saturday. When Commodore bought Amiga, the good folks at the original Amiga company in Los Gatos, CA, held an "Amiga Wake" party. This proved premature, if in retrospect technically correct; Randall didn't want to make the same mistake. So I filmed the party, where all kinds of cool things took place: interviews, tales of the golden and not-so-golden years of Commodore-Amiga, a burning of the L.B.M. effigy (some associate this with ex-President of Commodore, Mehdi Ali), smashing of keyboards, the "Chicken Lips Blues" song (performed by Mike Rivers, written by attendees), and other great events. Some strange happenings, post-party, were also filmed at Commodore.

Once done, I had to figure out what to do with this 4-5 hours of video. I decided to make a real, for sale videotape, and to try to tell a bit of the story of What Went Wrong, along with the antics, anger, info, and catharsis of this time. I realized I wanted to have on tape some small piece of this amazing thing I had been involved with for 10 years, and I figured fans of the Amiga might want a look too. So I set out to really make my first film.

And along the way, I decided I wanted to know: Is Desktop Video real. I never did any video stuff at Commodore. So I wanted to know, could a novice videomake sit down with a consumer camcorder and deck, an Amiga, some plug ins and the right software, and actually make a good video. So I put together my system, including:

- Amiga 3000+ prototype
- Scala MM300 authoring system (provided by Scala)
- Scala EE100 LANC/IR controller (provided by Scala)
- SuperGen 2000 (borrowed)
- GVP TBCplus (borrowed)
- JVC HR6900 SVHS deck (paid in cash)
- Deluxe Paint IV

Over the course of four months, I put together the video. I added various bits of information gleaned from conversations with past and present Commodore employees, and other folks "in the know".

Mike Rivers provided me with some original music, and I wrote lyrics to one of his songs, which I affectionately entitled "F.Y.M.". We drank beer, mixed it, and I became a Rock Icon. NOT. Anyway, if you like the Amiga, and want some idea of what went wrong, you can still order "The Deathbed Vigil and other tales of digital angst" from Intangible Assets Manufacturing.

Other Really Cool Projects: There seems to be a general feeling in the Amiga community that Commodore's engineering teams spent years developing Really Amazing Things, only to have Marketing deep-six them on the verge of production. This does occasionally happen; the A3000+ is a good example of this. What was more often the case, though, were projects done on the side, "skunkworks" projects, if you will, that were often cool, but didn't get very far, due to varying management support, available funding, and the amount of "copious spare time" available to the project's owner.

A few of Dave Haynie's less successful projects, over the years, included:

A2630

This one actually made it out the door. For six months, it was a funded skunkworks project. Nearly overnight, it became A Real Product.

BIGRAM

A 16MB board for the A2630. Two were built. Hey, in 1988, 16MB was lots of memory.

FASTRAM

An 8MB board with fast page support for the A2630. As it turned out, this was a bit too complex to do in PAL logic at the required speeds, but it was a good design exercise.

BIGRAMZ3

This was done in about two weeks, start to finish, as a Zorro III design example for the 1991 DevCons. This is a 64MB Zorro III memory card that supports Zorro III burst. It benchmarkst at about 80% the speed of local bus memory, a fairly impressive accomplishment given the less-than-ideal Zorro III interface of the A3000 architecture. About four of these exist.

A2631

After the A3000 went out, Commodore was still, strangely enough, shipping lots of A2500/30s. Certain niches wanted the larger box of the A2000. Every A2500 got an A2630 and A2091 board. One Friday, over beer and Mexican food, Dave Haynie and Greg Berlin got the idea that this was stupid, in the light of the A3000 architecture. So the next week, Dave cranked out a replacement, based on the A3000 architecture, which we called the A2631. This was an A2000 CPU socket board with Buster, RAMSEY, the DMAC and SCSI chip, 68030, and 68882. It cost less than the A2630, delivered high performance SCSI, and could take 16MB of RAM. Management wasn't interested, even though it would have saved money. Two prototype boards were built.

Gemini

This was a multiprocessing board, designed to test and stress the features of the Level II Buster chip (Rev 8 and beyond). The problem with inventing your own expansion bus is that you have to build everything for it. So for fun, this board did something interesting; it had two 68030s, each with 4MB of RAM and independent Zorro III access. Two of these were built, but the project resources were pulled before it was debugged. Had it been developed fully, this could easily have helped to debug the Buster chip before the A4000 shipped.

Acutiator

Only a paper design, Acutiator was an effort to specify a whole new system-level architecture, replacing the A3000 architecture used in all A3000 and A4000 systems. The goal was a cost efficient, high performance architecture that could deliver anything from midrange systems (about midway between A4000 and A1200) on up to fully professional Amiga system heretofore nonexistent. Haynie originally designed a new "Amiga Modular Interconnect" bus, but adopted the fairly similar PCI bus once it was announced. The main idea was to make "highly modular" Amiga systems, wherein the system board design was independent of CPU or graphics subsystems. A small amount of design work had been done on this, but it was largely ignored by management.

SCARAB

The SCARAB board, the last thing Haynie worked on at Commodore, was an effort to build a high performance graphics card based on off-the-shelf SVGA chips. The card ran a PCI bus locally, with bridged to Zorro III and to the video slot. With the video slot interface, Amiga chip graphics could be converted, in realtime, to PCI cycles, which wrote the SVGA graphic memory, in a window controlled by SCARAB registers. In essence, this was a programmable "flickerFixer" that could handle any scan rate. The board could also support "hybrid" graphics modes, where in the Amiga chips were still used, but went into a very slow scan mode, so they could put out 1024x768 at 8 bits in slowscan, which would be converted to 72Hz noninterlaced by SCARAB (this is somewhat like "Hedley hires", an easy addition to the AmigaOS). RTG drivers would ultimately hit the board, directly, over Zorro III. Lots of design work went into this, but it became pretty clear there was no money left to actually build any of it.